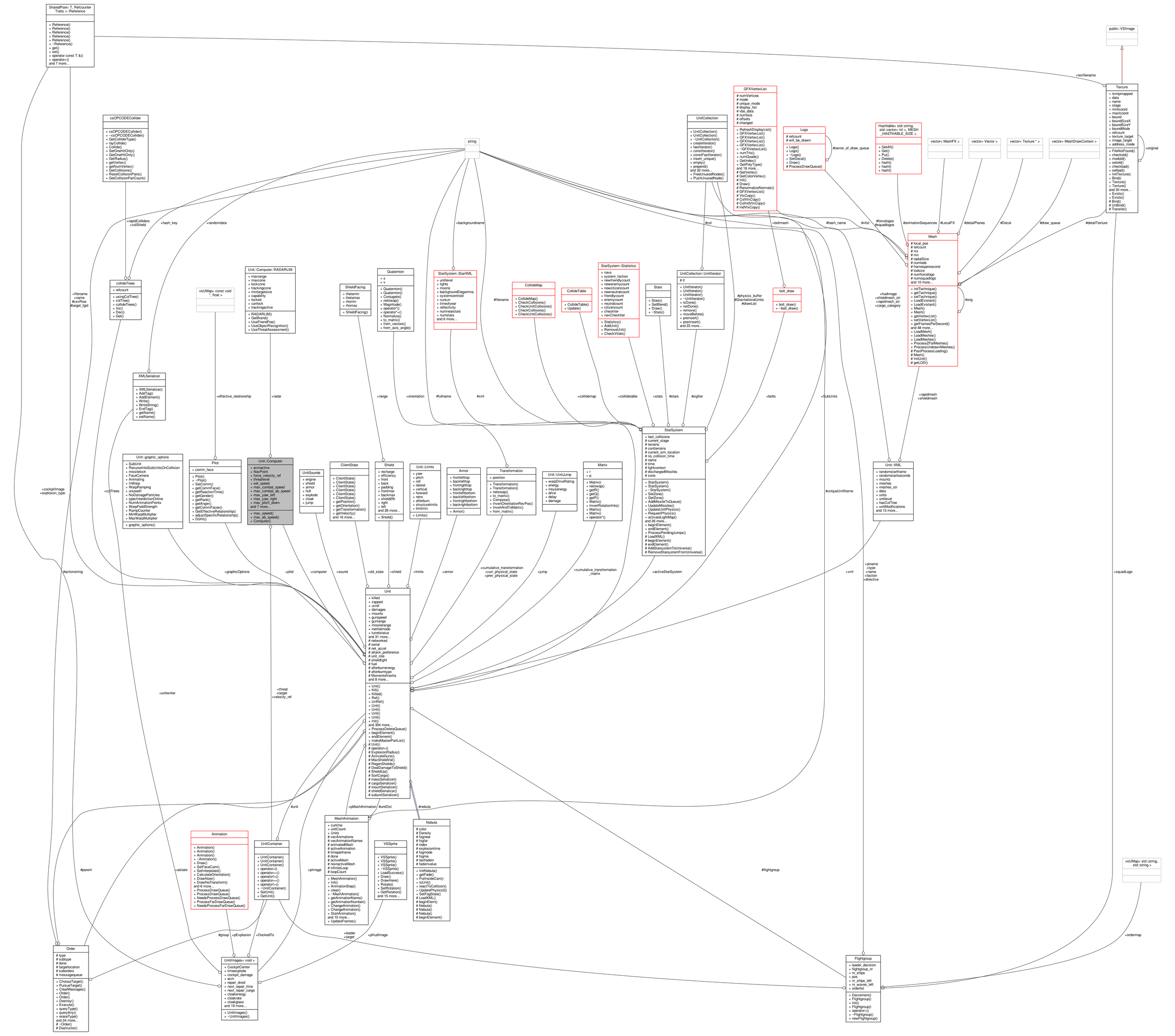
SharedPool< T, Refcounter Traits >::Reference
+ Reference()
+ Reference()
+ Reference()
+ Reference()
+ Reference()
+ ~Reference()
+ get()
+ set()
+ operator const T &()
+ operator=()
and 7 more...
public::VSImage
+texfilename
Texture
+ ismipmapped
+ data
+ name
+ stage
+ mintcoord
+ maxtcoord
+ bound
+ boundSizeX
+ boundSizeY
+ boundMode
+ refcount
+ texture_target
+ image_target
+ address_mode
+ FileNotFound()
+ checkold()
+ modold()
+ setold()
+ checkbad()
+ setbad()
+ InitTexture()
+ Bind()
+ Texture()
+ Texture()
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+ Exists()
+ Exists()
# Bind()
# UnBind()
# Transfer()
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+ csOPCODECollider()
+ ~csOPCODECollider()
+ GetColliderType()
+ rayCollide()
+ Collide()
+ SetOneHitOnly()
+ GetOneHitOnly()
+ GetRadius()
+ getVertex()
+ getNumVertex()
+ GetCollisions()
+ ResetCollisionPairs()
+ GetCollisionPairCount()
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+ UnitCollection()
+ ~UnitCollection()
+ createIterator()
+ fastIterator()
+ constIterator()
+ constFastIterator()
+ insert_unique()
+ empty()
+ prepend()
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+ FreeUnusedNodes()
+ PushUnusedNode()
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+ RefreshDisplayList()
+ GFXVertexList()
+ GFXVertexList()
+ GFXVertexList()
+ GFXVertexList()
+ ~GFXVertexList()
+ numTris()
+ numQuads()
+ GetIndex()
+ GetPolyType()
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ColVtxCopy()
CollindVtxCopy()
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+ Logo()
+ Logo()
+ ~Logo()
+ SetDecal()
+ Draw()
# ProcessDrawQueue()
#owner_of_draw_queue
Hashtable< std::string, std::vector< int >, MESH_HASTABLE_SIZE >
+ GetAll()
+ Get()
+ Put()
+ Delete()
+ hash()
+ hash()
+ hash()
vector< MeshFX >
vector< Vector >
vector< Texture * >
vector< MeshDrawContext >
+rapidColliders
+colShield
+hash_key
+randomdata
+backgroundname
#col
+boltmesh
#hash_name
#vlist
#forcelogos
#squadlogos
#animationSequences
#LocalFX
#detailPlanes
#Decal
#draw_queue
#detailTexture
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+ initTechnique()
+ getTechnique()
+ setTechnique()
+ LoadExistant()
+ LoadExistant()
+ Mesh()
+ Mesh()
+ getVertexList()
+ setVertexList()
+ getFramesPerSecond()
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+ LoadMesh()
+ LoadMeshes()
+ LoadMeshes()
+ ProcessZFarMeshes()
+ ProcessUndrawnMeshes()
# PostProcessLoading()
# Mesh()
# InitUnit()
# getLOD()
#orig
+hudimage
+shieldmesh_str
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+cargo_category
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+ refcount
+ usingColTree()
+ colTree()
+ collideTrees()
+ Inc()
+ Dec()
+ Get()
+filename
+name
#covRow
#target_fgid
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+ maxrange
+ maxcone
+ lockcone
+ trackingcone
+ mintargetsize
+ capability
+ locked
+ canlock
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+ RADARLIM()
+ GetBrand()
+ UseFriendFoe()
+ UseObjectRecognition()
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+ thetamin
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+ ShieldFacing()
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+ s
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+ Quaternion()
+ Quaternion()
+ Conjugate()
+ netswap()
+ Magnitude()
+ operator*()
+ operator*=()
+ Normalize()
+ to_matrix()
+ from_vectors()
+ from_axis_angle()
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+ unitlevel
+ lights
+ moons
+ backgroundDegamma
+ systemcentroid
+ cursun
+ timeofyear
+ reflectivity
+ numnearstars
+ numstars
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#filename
CollideMap
+ CollideMap()
+ CheckCollisions()
+ CheckUnitCollisions()
+ CheckCollisions()
+ CheckUnitCollisions()
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+ CollideTable()
+ Update()
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+ navs
+ system_faction
+ newfriendlycount
+ newenemycount
+ newcitizencount
+ newneutralcount
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+ enemycount
+ neutralcount
+ citizencount
+ checkIter
+ navCheckIter
+ Statistics()
+ AddUnit()
+ RemoveUnit()
+ CheckVitals()
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+ Stars()
+ SetBlend()
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+ ~Stars()
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+ UnitIterator()
+ UnitIterator()
+ UnitIterator()
+ ~UnitIterator()
+ isDone()
+ notDone()
+ remove()
+ moveBefore()
+ preinsert()
+ postinsert()
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#GravitationalUnits
#drawList
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+ bolt_draw()
+ ~bolt_draw()
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+ XMLSerializer()
+ AddTag()
+ AddElement()
+ Write()
+ WriteString()
+ EndTag()
+ getName()
+ setName()
+effective_relationship
+radar
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#fullname
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+collidemap
+collidetable
+stats
#stars
#sigIter
+bolts
+SubUnits
+rapidmesh
+shieldmesh
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+ last_collisions
# current_stage
# terrains
# contterrains
# current_sim_location
# no_collision_time
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# time
# lightcontext
# dischargedMissiles
# zone
+ StarSystem()
+ StarSystem()
+ ~StarSystem()
+ SetZone()
+ GetZone()
+ AddMissileToQueue()
+ UpdateMissiles()
+ UpdateUnitPhysics()
+ RequestPhysics()
+ activateLightMap()
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+ beginElement()
+ endElement()
+ ProcessPendingJumps()
# LoadXML()
# beginElement()
# endElement()
# AddStarsystemToUniverse()
# RemoveStarsystemFromUniverse()
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+ SubUnit
+ RecurseIntoSubUnitsOnCollision
+ missilelock
+ FaceCamera
+ Animating
+ InWarp
+ WarpRamping
+ unused1
+ NoDamageParticles
+ specInterdictionOnline
+ NumAnimationPoints
+ WarpFieldStrength
+ RampCounter
+ MinWarpMultiplier
+ MaxWarpMultiplier
+ graphic_options()
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+ comm_face
+ Pilot()
+ ~Pilot()
+ SetComm()
+ getCommFace()
+ getReactionTime()
+ getGender()
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+ getAnger()
+ getCommFaces()
+ GetEffectiveRelationship()
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+ DoHit()
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+ ecmactive
+ NavPoint
+ force_velocity_ref
+ threatlevel
+ set_speed
+ max_combat_speed
+ max_combat_ab_speed
+ max_yaw_left
+ max_yaw_right
+ max_pitch_down
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+ max_speed()
+ max_ab_speed()
+ Computer()
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+ engine
+ shield
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+ hull
+ explode
+ cloak
+ jump
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+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ ClientState()
+ getPosition()
+ getOrientation()
+ getTransformation()
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+ shield2fb
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+ pitch
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+ afterburn
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+ limitmin
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+ frontlefttop
+ backlefttop
+ frontrighttop
+ backrighttop
+ frontleftbottom
+ backleftbottom
+ frontrightbottom
+ backrightbottom
+ Armor()
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+ position
+ Transformation()
+ Transformation()
+ netswap()
+ to_matrix()
+ Compose()
+ InvertOrientationRevPos()
+ InvertAndToMatrix()
+ from_matrix()
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+ warpDriveRating
+ energy
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+ drive
+ delay
+ damage
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+ r
+ p
+ Matrix()
+ netswap()
+ getR()
+ getQ()
+ getP()
+ Matrix()
+ InvertRotationInto()
+ Matrix()
+ Matrix()
+ operator*()
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+ randomstartframe
+ randomstartseconds
+ mountz
+ meshes
+ meshes_str
+ data
+ units
+ unitlevel
+ hasColTree
+ unitModifications
and 13 more...
+cockpitImage
+explosion_type
+colTrees
#actionstring
+graphicOptions
+pilot
+computer
+sound
+old_state
+shield
+limits
+armor
+cumulative_transformation
+curr_physical_state
+prev_physical_state
+jump
+cumulative_transformation
_matrix
+activeStarSystem
#uniqueUnitName
+xml
+ainame
+type
+name
+faction
+directive
+squadLogo
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+ killed
+ zapped
+ ucref
+ damages
+ mounts
+ gunspeed
+ gunrange
+ missilerange
+ inertialmode
+ turretstatus
and 31 more...
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and 8 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
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+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
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# subunitSerializer()
+unitwriter
+threat
+target
+velocity_ref
#unit
+pMeshAnimation
#unitDst
#nebula
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+ curtime
+ unitCount
+ Units
# vecAnimations
# vecAnimationNames
# animatedMesh
# activeAnimation
# timeperframe
# done
# activeMesh
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# infiniteLoop
# loopCount
+ MeshAnimation()
+ Init()
+ AnimationStep()
+ clear()
+ ~MeshAnimation()
+ getAnimationName()
+ getAnimationNumber()
+ ChangeAnimation()
+ ChangeAnimation()
+ StartAnimation()
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+ UpdateFrames()
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+ InitNebula()
+ getFade()
+ PutInsideCam()
+ isUnit()
+ reactToCollision()
+ UpdatePhysics2()
+ SetFogState()
# LoadXML()
# beginElem()
# Nebula()
# Nebula()
# Nebula()
# beginElement()
Animation
+ Animation()
+ Animation()
+ Animation()
+ ~Animation()
+ Draw()
+ SetFaceCam()
+ SetInterpolate()
+ CalculateOrientation()
+ DrawNow()
+ DrawNoTransform()
and 6 more...
+ ProcessDrawQueue()
+ ProcessDrawQueue()
+ NeedsProcessDrawQueue()
+ ProcessFarDrawQueue()
+ NeedsProcessFarDrawQueue()
UnitContainer
+ UnitContainer()
+ UnitContainer()
+ UnitContainer()
+ operator=()
+ operator+=()
+ operator!=()
+ operator>=()
+ operator!=()
+ ~UnitContainer()
+ SetUnit()
+ GetUnit()
VSSprite
+ VSSprite()
+ VSSprite()
+ VSSprite()
+ ~VSSprite()
+ LoadSuccess()
+ Draw()
+ DrawHere()
+ Rotate()
+ SetRotation()
+ GetRotation()
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#parent
+aistate
+pImage
#flightgroup
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#group
+pExplosion
+DockedTo
+leader
+target
+pHudImage
+ordermap
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done
targetlocation
suborders
messagequeue
+ ChooseTarget()
+ PursueTarget()
+ ClearMessages()
+ Order()
+ Order()
+ Destroy()
+ Execute()
+ queryType()
+ queryAny()
+ eraseType()
and 24 more...
~Order()
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+ CockpitCenter
+ timeexplode
+ cockpit_damage
+ ecm
+ repair_droid
+ next_repair_time
+ next_repair_cargo
+ cloakenergy
+ cloakrate
+ cloakglass
and 19 more...
+ UnitImages()
+ ~UnitImages()
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+ leader_decision
+ flightgroup_nr
+ nr_ships
+ pos
+ nr_ships_left
+ nr_waves_left
+ orderlist
+ Dacrement()
+ Flightgroup()
+ Init()
+ Flightgroup()
+ operator=()
+ ~Flightgroup()
+ newFlightgroup()